PULSAR II

By Nasir • A Product Of Sirius Software, Inc.

PULSAR II

Instructions For Play

To Begin

Boot your system with the **PULSAR II** diskette in the drive. Do not try to use "**CATALOG**" or the "**LOAD**" or "**RUN**" commands.

Commands

PULSAR II consists of two parts. Both parts use similar commands. They are:

CTRL S = sound toggle. **CTRL R** = restart, followed by a number from 1 to 8 for the level of play at which to restart. You may also follow the CTRL R with an "**N**" for "next" game. Both games use the left and right arrow keys to move counterclockwise and clockwise around the screen.

Play options

There are three play options in PULSAR II. They are:

Option One . . . The PULSAR
Objective, to destroy the PULSAR in the center by firing with the space bar. Each shield segment hit will release a bubble of energy to chase you. Do not let the bubbles hit your ship. Also, you must move in order to fire. You may not stay in one place and fire repeatedly. If you destroy all segments of a shield, it will regenerate from the next inner shield. You will have to leave at least one segment in each shield to avoid regeneration.

Option Two . . . The WORMWALL
Objective, to reach the center of the screen. Some openings exist permanently to move through. Other openings occur momentarily as colored wall segments cross. Use the "**1**" key to jump out through an opening and the "**2**" key to jump inward. Don't let the little mouthers touch you.

Option Three . . . The COMBO
Objective, to play both parts in combination. Switch to the next game between levels by pressing the **"ESC"** key after any successful level. Bonus points are awarded for changing from PULSAR to WORMWALL and vice versa. Your score transfers into the new game. Good luck!

In each game you get three chances at each level. If you fail all three times you lose all your points and drop back to level one of play.

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Programmed By Nasir Gebelli
Game Art Drawn With E-Z Draw
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 or 16 Sector Controller

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